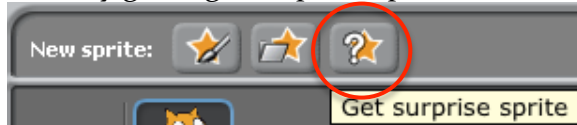


Module

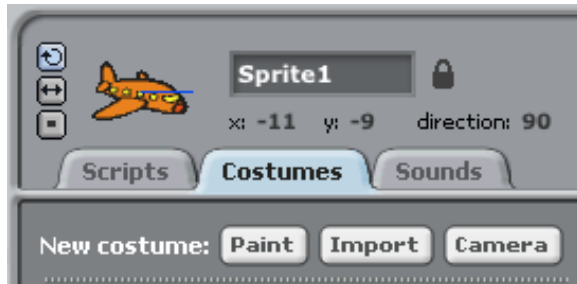
Visual Effects: Build Your Own Animation

Here you are going to create an animation from multiple Sprite Costumes using the internal camera.

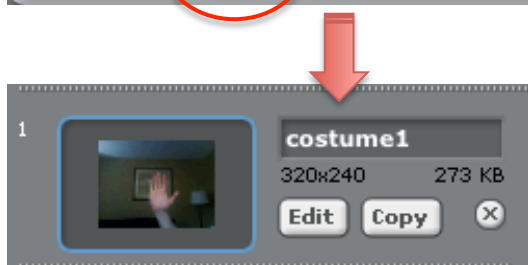
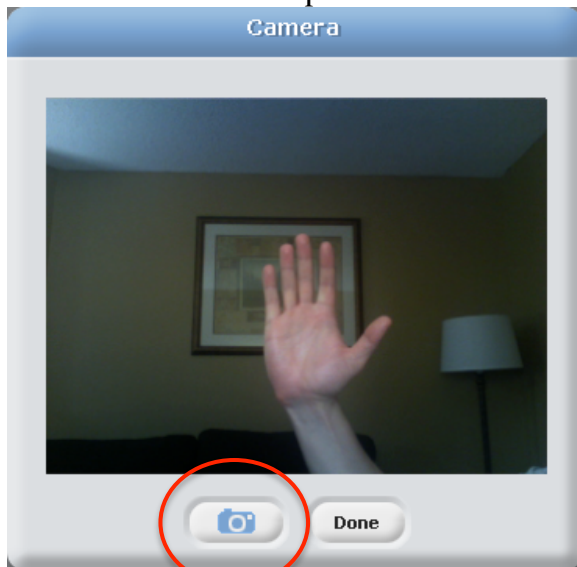
Start by getting a surprise Sprite:



In the Costumes tab, click on the Camera button:

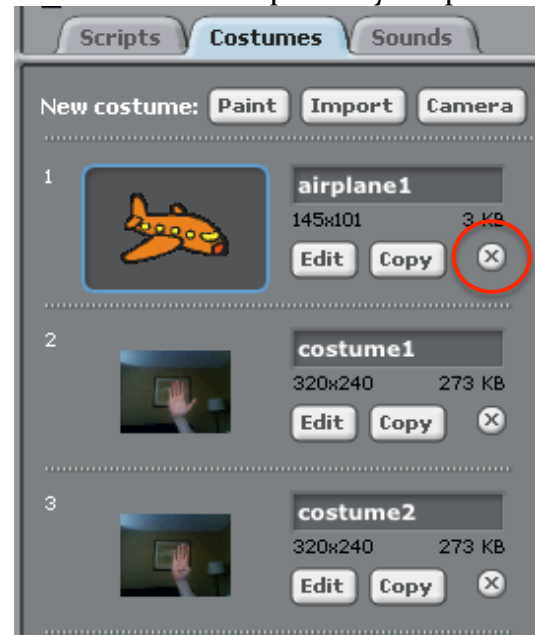


A new window will appear and your web camera is activated. Click on the 'camera' icon button to take a picture:



Continue to take snapshots of the animation until the sequence is complete. Be sure to remain consistent from picture to picture, or the animation won't look good.

After all of the pictures have been taken for your animation (try to make at least 24 images with the camera), delete the 'surprise' Sprite Costume so that the first Costume for this Sprite is your picture:



Next, we want to create the animation. Go to the Script for the animation Sprite and add the following Stack:



Try it out – Click the Green Flag:



Module

Visual Effects: Exploding and Shrinking Objects

Go to the Scripts area for the object you want to modify. Here you are going to add a Stack to make your object explode or shrink!

Start by going to the Sounds tab:



Import the sound you want for the explosion:



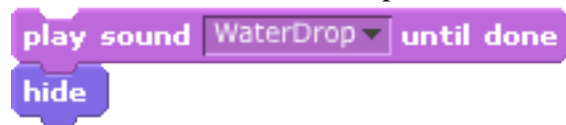
Back in the Scripts area add this Hat Block:



Our object is going to increase in size before exploding, so add the following Blocks below the Hat Block:



After the object has grown in size we want a sound to play, then the object will disappear. To do this, add these two Blocks to the end of the 'repeat' Block:



Snap them all together and it should look like this:



Try it out – Click on your object!

Want it to shrink? Change the positive ten in the 'change size by 10' Block to a negative ten, like this:



BUT WAIT!!! Next time I run the program the object isn't there! Add these three Blocks to make the object reappear and go back to normal:



Module

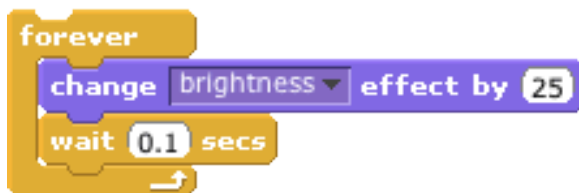
Visual Effects: Flashing Object

Go to the Scripts area for your main character. Here you are going to add a Stack to make your object 'flash'

Start with this Hat Block:



Wrap a color Block in a forever Block and change the effect to 'brightness.' Include a wait Block but change the duration to 0.1:



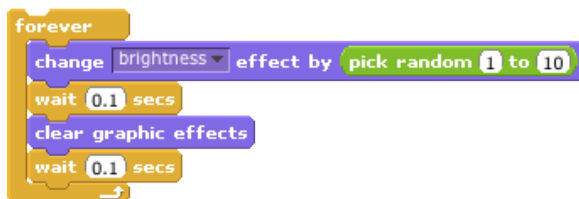
Make the flashing more dramatic by adding these Blocks after the wait Block:



Bored with the same flashing rhythm? Change it up with this Block:



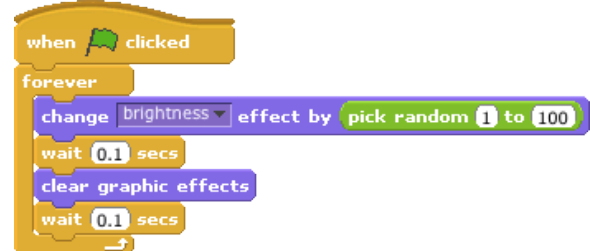
Where should you add it? How about here:



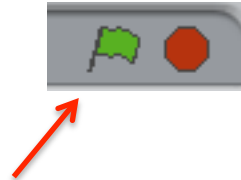
But the colors don't change that much? Try a wider range of positive values:



Snap them all together and it should look like this:



Try it out – Click the Green Flag:



Want to make the rhythm of the flashing irregular? How about adding this Block to the wait Blocks:



10 seconds is a long time. Try changing the values to '0.1 to 10':



Want to try something else?

Change the effect to

fisheye, **whirl**, or **pixelate** and watch what happens to the object!

Module

Visual Effects: Flashing & Flickering Colors

Go to the Scripts area for your main character. Here you are going to add different color effects.

Start with this Hat Block:



Wrap a color Block in a forever Block. Add a wait Block below the change Block and set the duration to 0.25:



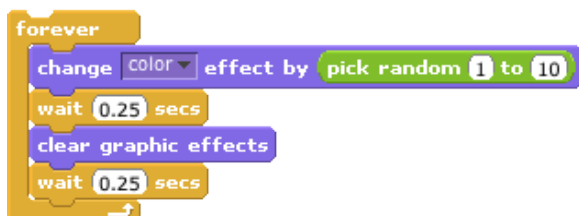
Want to make the color flash? Add these Blocks to 'reset' the color back to normal:



Bored with the same flashing color? Change it up with this Block:



Where should you add it? How about here:



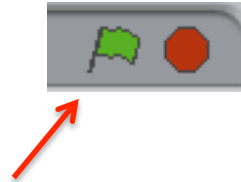
But the colors don't change that much? Try a wider range of positive values:



Snap them all together and it should look like this:



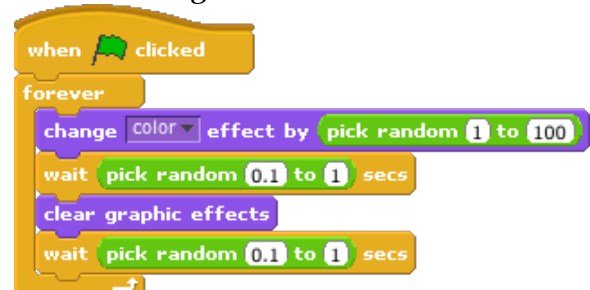
Try it out – Click the Green Flag:



Want it to flicker? Randomize the duration of the wait Block with this Block:



The flickering block should look like this:

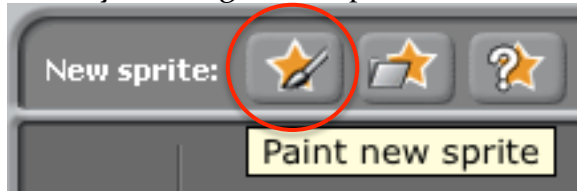


Module

Visual Effects: Text Sprites

Here you are going to create Sprites that will act as visual elements to your project.

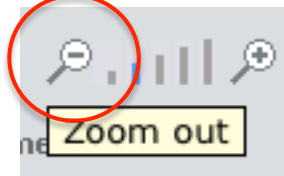
Start by creating a new Sprite



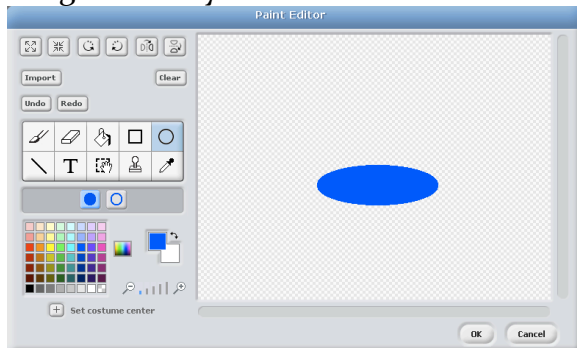
Click the 'OK' button once the image is done:



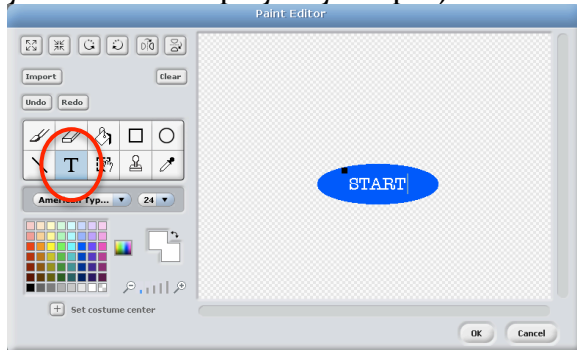
In the Paint Editor window, Zoom out to view the entire Canvas:



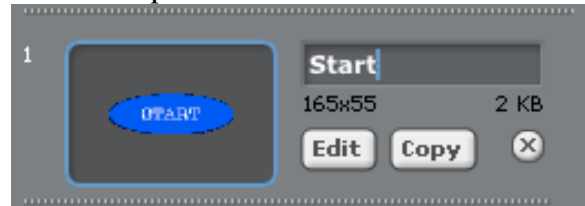
Create a shape of your choosing to be the image behind your text:



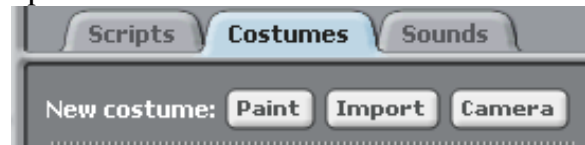
Select the Text tool and, after clicking inside your colored shape, put the text you want to display in your project:



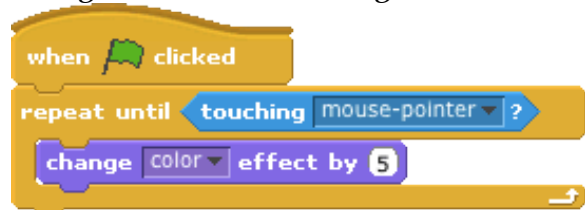
Update the text label to reflect the title of the Text Sprite:



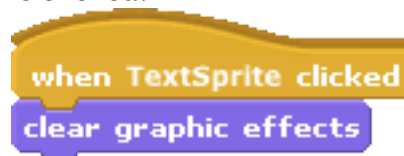
Want to make more Text Sprites? Click Paint or Import to create additional Text Sprite Costumes:



Want to make it change color? Add these Blocks to the Script to make it change color when the 'flag' is clicked:



Add these two Blocks to the Script to make the color effect (or any other graphic effect) stop when the Text Sprite is clicked:



Module

Visual Effects: Trace Your Steps

Here you are going to create a Sprite that leaves a trail wherever it goes!

Create a Sprite that moves along the X- and Y-Axis. Add the following Stacks to the Sprite:



Next, we want the 'Pen' to drop on the Canvas when the 'flag' is clicked, so we add this Stack to the Sprite's Script:



But we also want the 'Pen' to be lifted when the 'space' key is pressed, so we also add this Stack to the Sprite's Script:



Try it out!

Use the arrow keys to move the Sprite.

The pattern is not very good (we're only moving along the X-axis right now and we could be doing some pretty cool movement with the X- and Y-Axis), so let's change up the movement Stacks with the 'random' Block:



Insert this Block where the value goes inside the 'change x by 10' and 'change y by 10' Blocks:



Not enough? Try adding the 'change y by 10' Block with the pick random Block inside and/or the 'turn 15 degrees' Block to the 'left arrow' or 'right arrow' Stacks:



Rotate



Lots of Pen on the Canvas? Add the following Stack to clear the Canvas:



Want to make a 'stamp' of the Sprite? Add the following Stack to make a 'stamp' when you click on the Sprite:

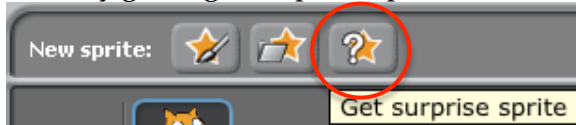


Module

Visual Effects: Add Your Face

Here you are going to create Sprite Costumes that come from the internal camera.

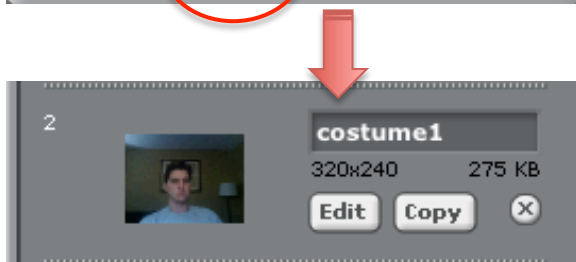
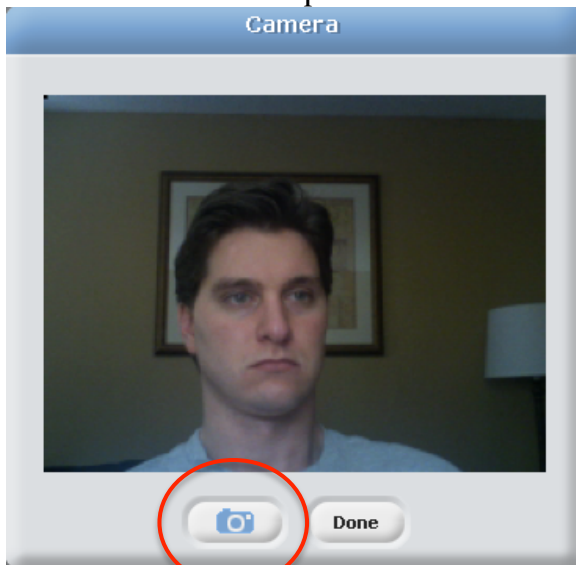
Start by getting a surprise Sprite:



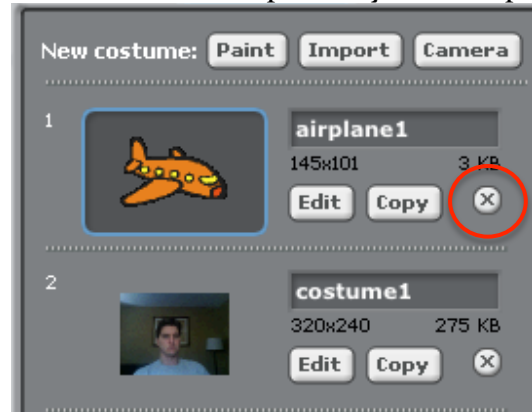
In the Costumes tab, click on the Camera button:



A new window will appear and your web camera is activated. Click on the 'camera' icon button to take a picture:



Delete the first Costume so that the first Costume for this Sprite is your face pic:



Next we want to create a Broadcast message so that, when your story or game is done doing something, your face will appear.

Start by making your face disappear when the 'flag' is clicked:



Next, create a Broadcast that will show your face when a Sprite is clicked:



Finally, have your face appear when the Broadcast message is received:



Try it out - Click the Green Flag:

